

Trader

Enemy with Armour

Enemy with Weapon

Enemy with Armour & Weapon

Enemy with Health/Coins/Common Keys

Enemy with Armour, Weapon, and Health/ Coins/Common Keys

x2 Group of 2 Enemies

x3 Group of 3 Enemies

x4 Group of 4 Enemies

Unlocked Gate

Locked Gate (Requires Common Key)

Locked Gate (Requires Special Key of Same Colour)

Special Key

Special Gate (Requires Floor/Wall Switch)

Wall Switch with corresponding Fake Wall

▲1 ▼1 Ladder Up and corresponding Ladder Down

A◻ A■ Hole in Floor with corresponding Hole in Ceiling

Floor Switch (Some are invisible)

Regeneration Room

"Spinner" Floor Switch (Spins player either 180 degrees or randomly)

Coins/Common Keys

Shield/Armour

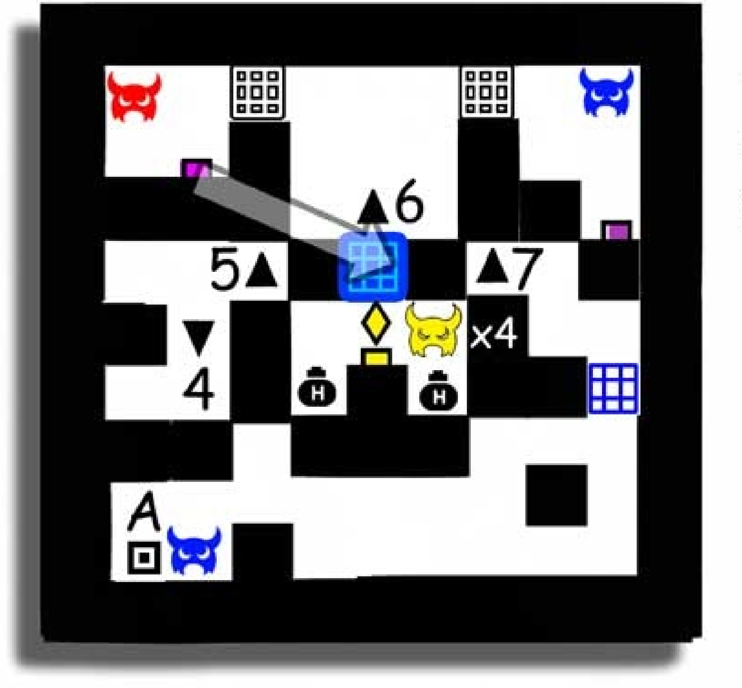
Weapon/Ammo

Health (Food/Drink/N'egg/Potion)

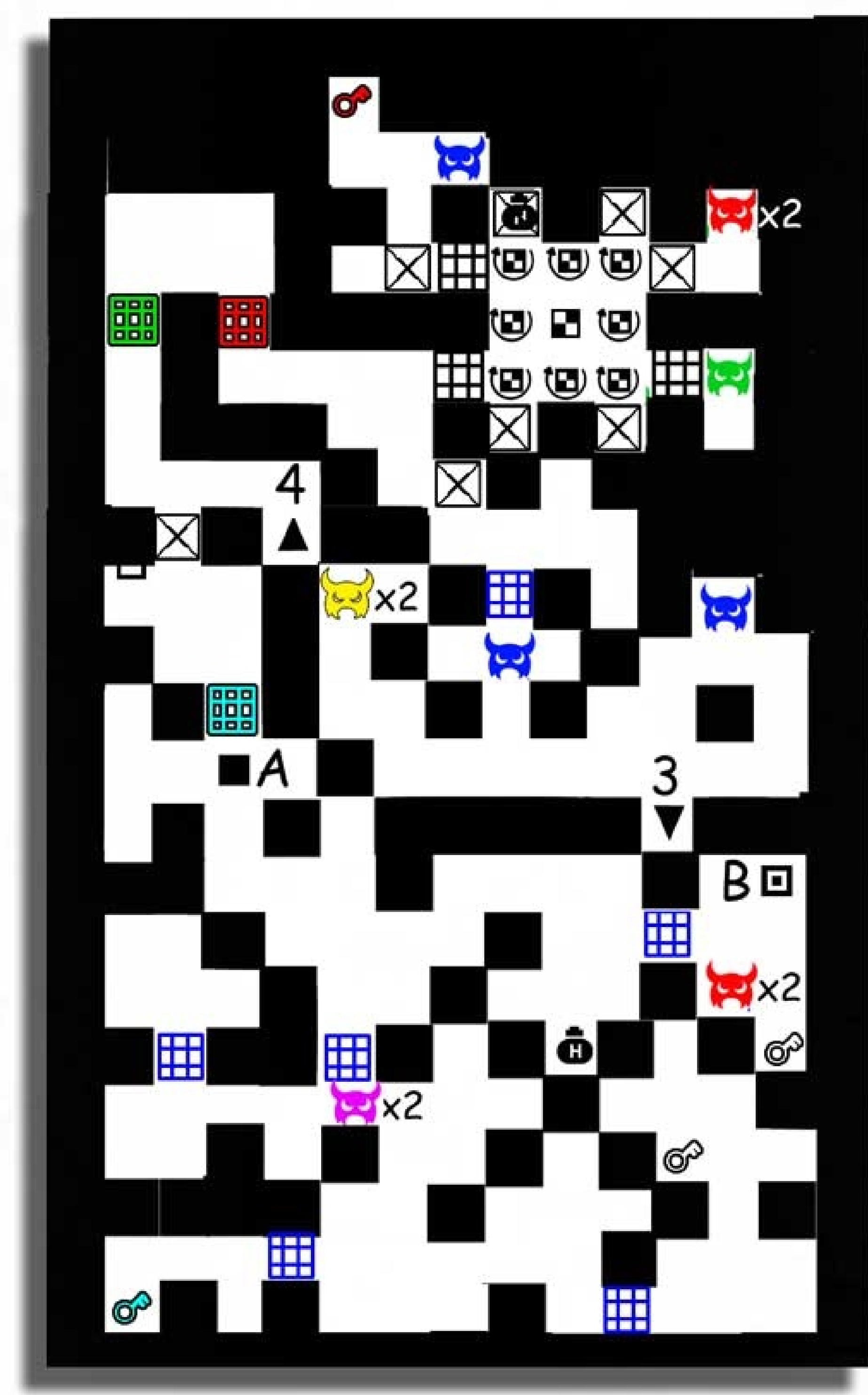
Gem

Wand

Ring

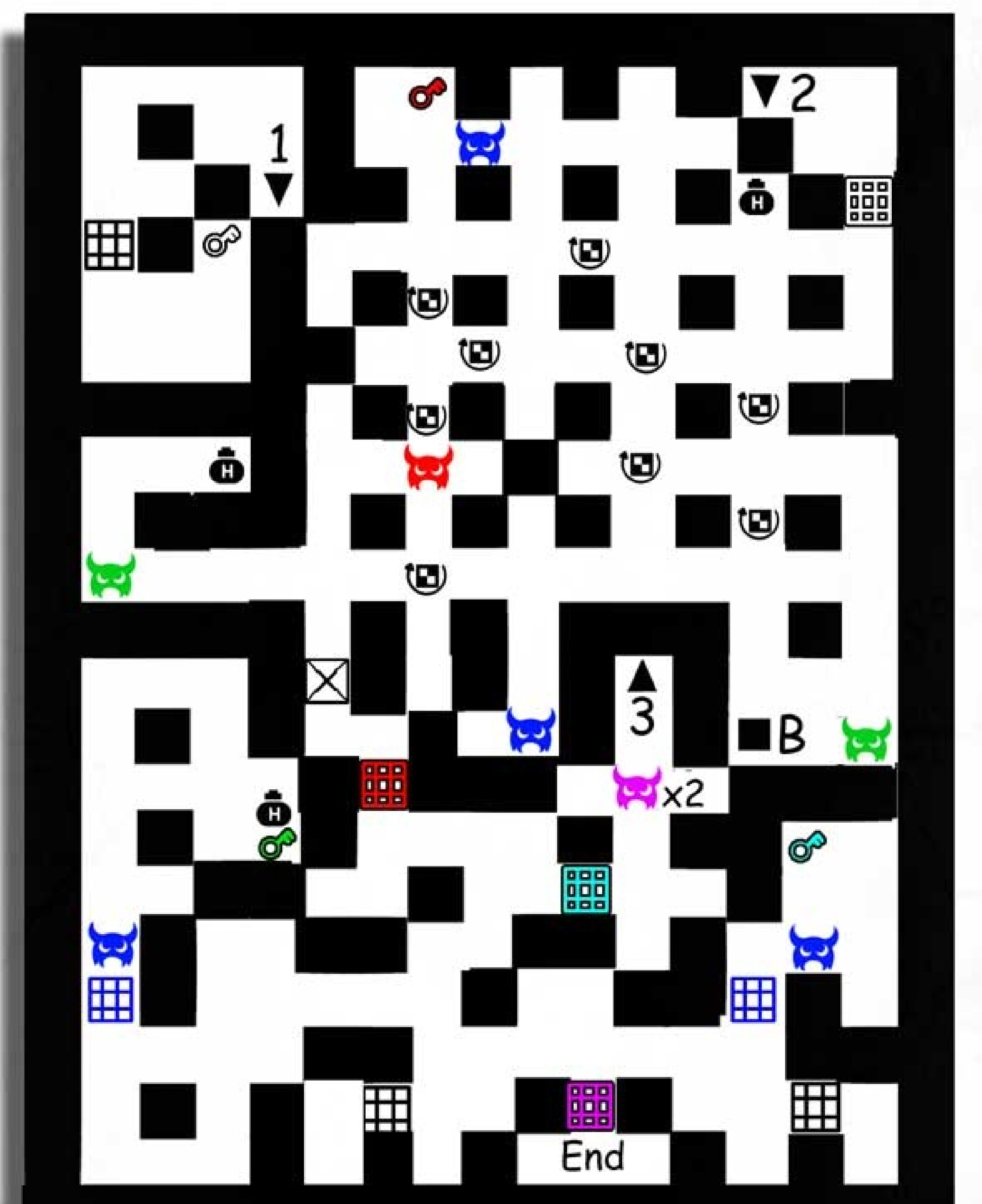


The purple wall switch on the right deactivates a teleporting floor switch underneath the Chaos Gem; the teleporter moves you to the back of the room containing the ladder marked "6".

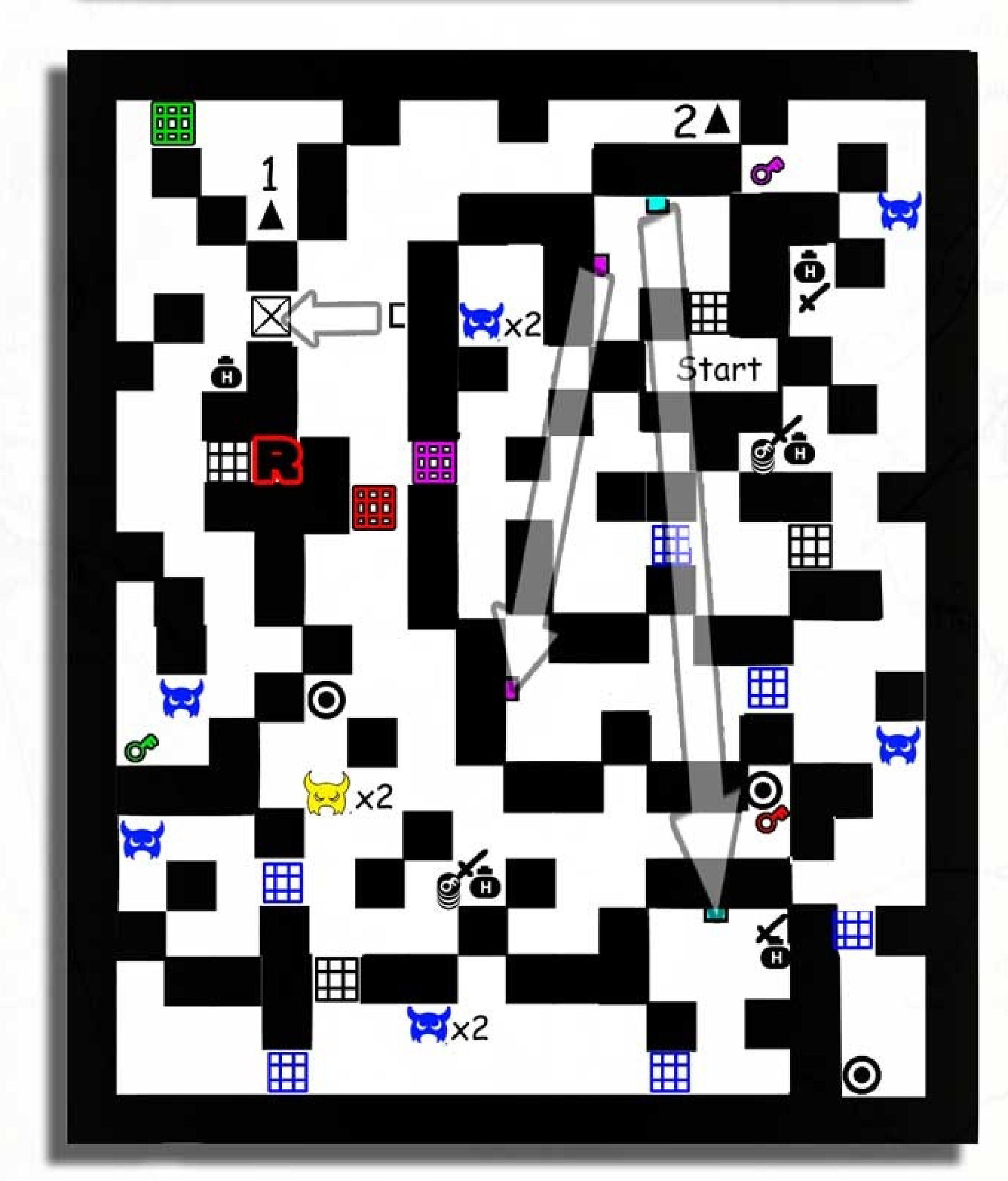


I still haven't quite figured out how this room works, but as far as I can tell, there are two teleporter pads hidden amongst these spinners, and I think standing on the central floor switch moves the teleporters one square along, eventually circling the room if you step on the central floor switch often enough (they only teleport you as far as the opposite corner/wall).

Re: the ugly black spaces at the top of this floor... having observed that the floors in all the maps so far form a neat square or rectangle, using space conservatively, you would have guessed (as I did) that there would be more rooms hidden here; but I can find no evidence that would suggest so.



Use the "Drop a coin" method to navigate through this maze.



You start on this floor, which has the only regeneration room in the whole level.